Akh'lut

A shapeshifting creature of land and sea! The akh'lut has the resemblance of an orca whale with wolf-like features. This large carnivorous monster hunts the cold waters of North Gloryanna's coastline. It will eat any meaty thing it comes across and even attack ships if they float too close. If you're travelling across the more frosty edges of this land; whether it be night or day, be wary of any black and white aquatic mammal coming towards you. An ordinary orca might be friendly but an akh'lut will bite a head off and they'll gladly come ashore and chase a person down to do so.

In some places in Gloryanna they're also known as a "whale wolf".

Akh'lut

Huge Monstrosity (Shapechanger), Unaligned

AC: 15 (Natural Armor) **HP:** 161 (12d12+48)

SPD: 60 ft., swim 60 ft. **INIT:** +5 (15)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+8	DEX 15	+2	+2	CON 18	+4	+7
INT 5	-3	-3	WIS 12	+1	+1	CHA 7	-2	-2

Skills. Athletics +8, Perception +4, Survival +4

Resistances. Cold; Bludgeoning, Piercing, and Slashing from nonmagical attacks not made with silvered weapons.

Senses. Blindsight 120 ft., passive perception 14

Languages. -

CR: 6 (**XP** 2300, **PB** +3)

Arctic Swimmer. The akh'lut is immune to the effects of extreme cold from its environment and it can hold its breath for up to 30 minutes.

Echo Location. The akh'lut can't use its blindsight while deafened.

Pack Tactics. The akh'lut has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

Keen Hearing. The akh'lut has advantage on Wisdom (*Perception*) checks that rely on hearing.

Shapechanger. As a bonus action the akh'lut can polymorph into a killer whale (5 ft., swim 60 ft.); a huge dire wolf (60 ft.) or a hybrid form; its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The akh'lut makes two attacks: one with its bite and one with its tail swipe.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6+5) piercing damage. If the target is a creature of size large or smaller it becomes grappled, (escape DC 16). If the akh'lut is in its dire wolf form the target can be knocked prone instead.

Tail Swipe (Killer Whale or Hybrid Form Only). *Dexterity Saving Throw:* DC 16. A large or smaller creature within a 10 foot reach of the akh'lut. *Failure:* 14 (2d8+5) bludgeoning damage and the target is pushed 15 feet away, (10 feet if the creature is large) in a direction of the akh'lut's choice and falls prone. *Success:* Half damage and pushed 5 ft.

The akh'lut is a creature from Inuit mythology. Just like the one re-imagined for my setting of Gloryanna the akh'lut is a shapeshifting monster that can transform from an orca whale into a wolf and back again.

Akh'lut, Winter

Huge Monstrosity (Shapechanger), Unaligned

AC: 15 (Natural Armor) **HP:** 193 (14d12+62)

SPD: 60 ft., swim 60 ft. **INIT:** +2 (12)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 21	+5	+8	**DEX 15**	+2	+2	**CON 18**	+4	+7
INT 7	-2	-2	**WIS 14**	+2	+2	**CHA 7**	-2	-2

Skills. Athletics +8, Perception +5, Survival +5

Immunities. Cold

Resistances. Fire; Bludgeoning, Piercing, and Slashing from nonmagical attacks not made with silvered weapons.

Senses. Blindsight 120 ft., passive perception 14

Languages. -

CR: 8 (**XP** 3900, **PB** +3)

Echo Location. The akh'lut can't use its blindsight while deafened.

Hold Breath. The akh'lut can hold its breath for up to 30 minutes.

Keen Hearing. The akh'lut has advantage on Wisdom (*Perception*) checks that rely on hearing.

Pack Tactics. The akh'lut has advantage on an attack roll against a creature if at least one of its allies is within 5 ft. of the creature and the ally isn't incapacitated.

Shapechanger. As a bonus action the akh'lut can polymorph into a killer whale (5 ft., swim 60 ft.); a huge dire wolf (60 ft.) or a hybrid form; its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The akh'lut makes two attacks: one with its bite and one with its tail swipe. Its bite can be replaced by frost breath.

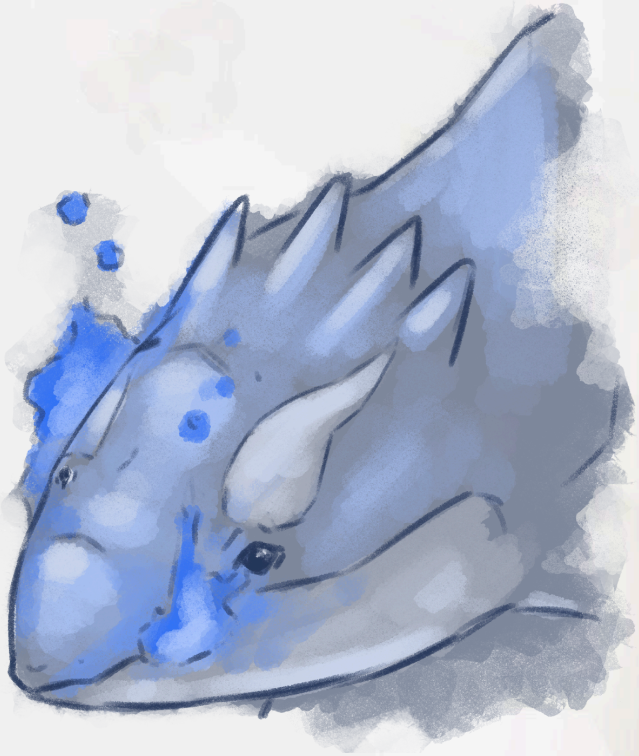
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6+5) piercing damage and an additional 7 (2d6) cold damage. If the target is a creature of size large or smaller it becomes grappled, (escape DC 16). If the akh'lut is in its dire wolf form the target can be knocked prone instead.

Frost Breath (Recharge 5-6). *Constitution Saving Throw:* DC 13. Each creature in a 30 foot cone. *Failure:* 35 (10d6) cold damage. *Success:* Half Damage.

Tail Swipe (Killer Whale or Hybrid Form Only). *Dexterity Saving Throw:* DC 16. A large or smaller creature within a 10 foot reach of the akh'lut. *Failure:* 14 (2d8+5) bludgeoning damage and the target is pushed 15 feet away, (10 feet if the creature is large) in a direction of the akh'lut's choice and falls prone. *Success:* Half damage and pushed 5 ft.

The akh'lut is already a rather smart predator compared to most beastial monsters. However, the **winter akh'lut** is even more conniving and holds a sharper mind. Since the akh'lut shares so many traits with wolves, they also become susceptible to magical mutations that would give a creature like a winter wolf its power. Thus, the winter akh'lut is not only a possibility amid the colder regions of Gloryanna… they are a frightening reality. Those amid the Atipuq peoples keep a sharp eye out for such dangerous creatures during the coldest days of winter.

In a pod of these creatures it's not unusual for them to be led by a winter akh'lut.



GLORYANNA

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